

DECEPTOR



AVANTAGE

TO LOAD THE GAME

Commodore 64

Remove any cartridges

Turn on disk drive. Wait for the busy light to go off.
Turn on computer. Insert disk correctly. Close disk drive door. Type **LOAD "*" , 8,1**. Press return.

OPTIONS

TUNE YOUR CONTROLS

PRACTICE

FACE THE CHALLENGE

Make your selection by moving the joystick up or down. Press the fire button when your choice is highlighted.

THE LIST OF HEROES

This screen allows you to see the ten highest scores. You can add your name to the list only by facing the challenge, and performing better than the Deceptors before you.

TUNE YOUR CONTROLS

Here you may adjust your control over various parts of the game. Moving your joystick up and down will select option to adjust. Move your joystick left or right to adjust the selected option.

Transformation speed:

During the game, you (Deceptor) may change your form of existence. When you choose to do so, the

transformation is depicted on the screen. Transformation speed allows you to control the rate of transformation from slow (left most setting), faster as you adjust to the right and finally "off" at the extreme right (instantaneous - not displayed).

Vehicle Motion Control:

Both the land and air vehicles each have three separate controls. It would be wise to try several different settings in practice mode (see below) in order to find the control that you feel most comfortable with.

Sound Filter:

This will allow you to adjust the sound filter for your own preference.

(NOTE: You may save or reload your settings or keep the default ones.)

PRACTICE

Here you are asked to choose between two practice levels.

The first practice level does not appear in the challenge. It is meant to allow you to hone your skills flying and/or driving through the corridors without being hindered or destroyed by any of its creatures. Use this level to get the "feel" of the vehicles and of the corridors. Learn to watch your "shadow" (air vehicle) and use it as a position indicator. Try various control settings on each of the vehicles.

In the second practice level, you can experiment with the life forms that will confront you in the challenge. You will also be able to transform to your robotic alter ego and face the first of the guardians — protecting the gateway to the next corridor (level 1).

THE CHALLENGE

Your quest is to discover what your "elders" have set forth as your destiny. They have taught you the way of transformation. You, as Deceptor, may assume three forms to help you advance your quest. To accomplish your goal you must pass through four corridors of space and time. Then you will realize your destiny and assume control of your future.

THE GAME

You must navigate the terrain of each corridor and avoid its dangerous inhabitants. At the end of each corridor is a guarded gate, protected by a gate keeper. At each gate, you will be forced to do battle with the gate's guardian in order to pass to the next corridor. You have a limited amount of time to reach each gate . . . death is your penalty for failure.

CONTROLLING THE LAND VEHICLE

Joystick left, right, up, and down moves the land vehicle in the corresponding direction. The fire button transforms you into the air vehicle.

CONTROLLING THE AIR VEHICLE

Joystick left, right, up, and down moves the air vehicle in the corresponding direction. The fire button thrusts the air vehicle up into the air (increases altitude). When the air vehicle touches the ground, it will transform to the land vehicle.

FIGHTING THE GUARDIANS OF THE GATES

When you reach a gate, you will automatically transform into a humanoid. You will need ammunition to win the battle against the guardian. In order to succeed, you must have collected enough of this ammunition along the way. Joystick up, down, left, and right controls the aim of your gun. The fire button shoots.

You must hit the guardian enough times to completely destroy him.

TIME

You are given a limited amount of time to reach each gate (Displayed in lower right bottom of screen). Each ammunition unit you pick up on the way will also give you extra time. If you run out of time before you destroy the guardian, you will die.

AMMUNITION

Ammunition units, both visible and invisible are found in many places in the corridors. Not all of them are necessary to defeat the guardians. The amount of units collected are shown above "Time Remaining."

SCORE

(Shown in lower left)

Distance traveled in the forward direction.

Ammunition units collected.

Time left after defeating a guardian.

Ammunition left after defeating a guardian.

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